

UDE Tournament Appendix

Appendix P: Tournament Penalty Guidelines

Valid until October 1, 2005

P-1 How to Use This Document

This Appendix P is used as an addition to the Upper Deck Entertainment (UDE) Tournament Policy and other UDE Tournament Appendices to help judges determine the appropriate penalty when a tournament rule is broken. This helps create fair and consistent tournaments for all players. The UDE Tournament Penalty Guidelines document contains information appropriate to all UDE trading card game tournaments.

P-2 Appendix P Version Information

- This version of Appendix P was updated on March 1, 2005.
- The next update for this document will be published before October 1, 2005.
- The most up-to-date version can be found at UDE.com/policy.
- Delete or destroy any older versions of this document to avoid confusion.

P-3 Reporting Penalties

When a judge issues a penalty to a player, the judge must report the penalty to the head judge and scorekeeper. Scorekeepers will enter the details of the penalty into the MANTIS tournament software so that it will be uploaded into the UDE database. The most effective way to remind a scorekeeper about a penalty is to write all of the details of the penalty on the back of the match result slip for the match in which the penalty was issued.

If MANTIS software is not being used to run the tournament, the head judge must complete a Penalty Reporting Form and fax or mail it to their local UDE tournament sanctioning office.

Penalties are tracked in the UDE database and the UDE Tournament Commissioner may contact players with several penalties.

The types of penalties include:

- Warning
- Game Loss
- Match Loss
- Disqualification (With or Without Prize)

P-4 Intention

With the exception of unsporting conduct penalties, the penalties listed in this document assume that the player committing the infraction did so *unintentionally*. If the head judge determines that the player is intentionally committing infractions to gain an unfair advantage in the game, the infraction should be considered Unsporting Conduct–Cheating, and the appropriate penalty should be applied. The overall philosophy for UDE events is for honest mistakes to be dealt with in a fair, educational manner by the judging staff and for cheating or severe unsporting behavior to receive zero tolerance

P-5 Warning

Warnings are an official way to track minor infractions. The warning penalty should always be followed by an explanation of the infraction, potential consequences for repeat offenses, and education of the player receiving the penalty. The purpose of the warning penalty is to alert tournament officials of potential problems. Warnings are tracked in the official UDE database. While receiving a warning is not significant by itself, accumulating an excessive number of warnings can result in potential investigation and suspension of the player.

P-6 Game Loss

The game loss penalty is a forced forfeit of the current game. If a player is between games, the game loss penalty should be applied to his or her next game. The game loss penalty should always be followed by an explanation of the infraction, potential consequences for repeat offenses, and education of the player receiving the penalty. This penalty is only appropriate in matches where multiple games are played. In the event of a match consisting of a single game, for example, a match at most premier *Vs. System* tournaments, the game loss penalty essentially becomes a match loss penalty, except for in cases where a double game loss penalty is issued.

P-7 Match Loss

The match loss penalty is a forced forfeit of the current match. If a player is between matches, the match loss penalty should be applied to his or her next match. The match loss penalty should always be followed by an explanation of the infraction, potential consequences for repeat offenses, and education of the player receiving the infraction. The head judge may apply the match loss penalty to the next match if he or she believes that applying the match loss penalty to the current match is not a severe enough penalty. For example, this is appropriate in cases where a player is about to lose a match and commits an Unsporting Conduct–Major infraction.

P-8 Disqualification

The disqualification penalty is a forced removal of a player from the tournament. The disqualification penalty has two degrees of severity, either with or without prize. In the event of a disqualification with prize, the player may still be eligible for tournament prizes after the event is over. In the event of a disqualification without prize, the player forfeits all prizes, with the prize structure shifting down as though the player did not exist in the standings. Only the official head judge may issue the disqualification penalty, and as part of issuing such a penalty, he or she is required to collect statements from all parties involved, including him or herself, on the infraction that caused the disqualification penalty. A disqualification for accumulation of repeat infractions is always with prize.

P-9 Disqualification Reporting

In the unlikely event that the head judge disqualifies a player, the head judge must attempt to collect statements from all relevant parties that were involved in the disqualification.

As part of submitting his or her statement, the head judge must include his or her name and UDE number, the event name, the event date, the event sanctioning number, the name of the player receiving the penalty, and that player's UDE number. The head judge should also include all relevant details surrounding the penalty, including decklists, player background information and details of all communication with players, spectators or judges involved. This correspondence may either be emailed to judge@upperdeck.com with the subject line, "Disqualification Report for Tournament Commissioner," or mailed to the following address:

Upper Deck Entertainment
Attn: Tournament Commissioner
5909 Sea Otter Place
Carlsbad CA 92008

P-10 Repeat Offenses

If a player commits multiple infractions of the same type during the course of a game or, where appropriate, during the course of a tournament, the penalty for each subsequent infraction should be upgraded to the next step.

Examples:

- A player receives a warning for a procedural error in his current game. Later in the same game, the same player commits the same procedural error. His second Procedural Error–Minor infraction, should be upgraded to a game loss.
- A player receives a warning for excessive swearing during a match. The same player swears excessively in his next match. His second Unsporting Conduct–Minor infraction should be upgraded to a game loss penalty.

P-11 Upgrading or Downgrading Penalties

This document is to be used as a guideline for the application of penalties. In extreme cases, the head judge has the authority to upgrade or downgrade penalties, as he or she deems appropriate. When judging a tournament with junior players or new players, the head judge may allow penalties to be repeated without upgrading them or may be a little more lenient for truly unintentional infractions.

P-12 Procedural Error Penalties

This group of penalties encompasses general procedural errors that a player may commit during the course of a game as well as some specific common penalties.

P-13 Procedural Error—Minor (Penalty: Warning)

This penalty is appropriate for a minor, unintentional, and easily fixable infraction that a player commits during the course of a game. The damage to the game state is easily repaired, so the penalty is minimal in all cases. This is an appropriate penalty to use when a player unintentionally misplays a card incorrectly that causes a minor game disruption.

Examples:

- A player in a **Yu-Gi-Oh!** TCG tournament forgets to place his or her fusion deck in the appropriate area and keeps it with his or her side deck.
- A player in *Vs. System* TCG recruits a character with the recruit cost of six, on turn six without first playing his sixth resource.
- Both players in *Vs. System* TCG fail to resolve a mandatory triggered power during a game.
- A player in *Vs. System* TCG attempts to play *Overload* on a character whose power is only twice its printed power.
- After deciding not to keep his or her initial draw in a *Vs. System* game, a player shuffles his or her hand into the deck instead of putting the cards on the bottom of the deck.
- A player playing the **Yu-Gi-Oh!** TCG activates a trap card while Jinzo, (which prevents trap cards from being activated), is in play.
- A player accidentally shuffles his or her graveyard or facedown cards in a **Yu-Gi-Oh!** TCG match.

P-14 Procedural Error—Major (Penalty: Game Loss)

This penalty is appropriate for an unintentional infraction that a player commits that causes an irreversible disruption of the game state. The game state is beyond repair, so the penalty is more severe than the one for a minor procedural error. This is an appropriate penalty to use when a player unintentionally misplays a card incorrectly that causes a major game disruption. In one game matches, where this penalty essentially becomes a match loss, judges should make sure that the game state is truly irreparable before issuing this penalty.

Examples:

- A player shuffles his or her hand and graveyard into his or her deck as part of resolving the effects of Fiber Jar in a **Yu-Gi-Oh!** TCG game while his or her opponent has Necrovalley in play, which negates Fiber Jar's effects.
- A player forgets to remove side deck cards from his or her main deck before starting the next match in a **Yu-Gi-Oh!** TCG tournament.
- A player incorrectly resolves Cerebro and shuffles his or her deck in a *Vs. System* game.

P-15 Procedural Error–Severe (Penalty: Match Loss)

This penalty is appropriate for an unintentional infraction that causes a player to be unable to finish the remainder of the match.

Example:

- A player spills water on a significant portion of his or her deck, ruining the cards and making him or her unable to finish the remainder of the match.
- A player loses his or her deck between matches, but does not discover this until the round has been paired.

P-16 Procedural Error–Tardiness (Penalty: Game Loss/Match Loss)

This penalty is appropriate when a player is not in his or her seat after the appropriate amount of time has passed at start of round. A game loss penalty should be awarded three minutes into the match, and a match loss ten minutes into the match.

P-17 Procedural Error–Playing the Wrong Opponent (Penalty: Match Loss)

This penalty is appropriate when a player fails to correctly identify his or her table number in the pairings, causing him or her to play an incorrect opponent. It is the responsibility of all players to verify that they are playing their correct opponents. This is a severe infraction that is usually discovered later in the round, allowing for a limited number of solutions. The head judge may reduce this penalty to a game loss if the error is discovered less than ten minutes into the round.

Example:

- A player misreads the pairings display and sits at the wrong table. The error is not caught into the round is almost over.

P-18 Procedural Error–Slow Play (Penalty: Warning)

This penalty is appropriate when a player unintentionally causes a minor delay of the game. Players are responsible for playing at an efficient pace regardless of the complexity of the situation in the game or the number of decisions that have to be made.

Examples:

- A player is excessively slow while deciding to keep his or her initial hand in a *Vs. System* game.
- A player takes more than the three allowed minutes to access his or her side deck in a **Yu-Gi-Oh!** TCG match.
- A player is excessively slow while considering attacks in a *Vs. System* game.

P-19 Deck Error Penalties

This group of penalties covers infractions associated with registering incorrect contents on a decklist or playing with an illegal deck. At events that require players to use decklists, the head judge should consider waiting until the start of the next round to hand out deck error penalties after completing the pre-tournament decklist checks. If a deck error is discovered before the start of round 1, it is acceptable to correct the player's decklist without a penalty.

P-20 Deck Error—Illegal Decklist (Penalty: Warning)

This penalty applies to infractions that involve the use of decklists, where the actual contents of the player's deck are legal, but the decklist shows an illegal deck, or the decklist does not match the contents of the deck. It is appropriate to fix the decklist to match the contents of the player's deck when this discrepancy is discovered. This penalty also applies to side decks for games that use side decks, such as **Yu-Gi-Oh!** TCG.

Example:

- A player's decklist shows two copies of Jinzo, a limited card, in a **Yu-Gi-Oh!** TCG tournament. His or her actual deck contains only one copy of Jinzo and meets all other requirements for a legal deck.
- A player registers five copies of Savage Beatdown in a *Vs. System* tournament. His or her actual deck contains only four copies and meets all other requirements for a legal deck.
- A player registers two copies of Raigeki, a limited card, in his or her side deck in a **Yu-Gi-Oh!** TCG tournament. His or her actual side deck contains one copy of Raigeki and one additional card that he or she did not list.
- A player registers a deck with a sixteen-cards in the side deck in a **Yu-Gi-Oh!** TCG tournament. The player's actual side deck contains only fifteen cards.

P-21 Deck Error–Illegal Deck (Penalty: Game Loss)

This penalty applies to infractions that involve presenting an illegal deck during a tournament. It is usually appropriate to fix the deck to match the contents of the deck registration sheet. If the deck registration sheet is also illegal, it is appropriate to fix the deck by making it legal first and then fix the deck registration sheet to match the deck.

Examples:

- A player enters a *Vs. System* tournament with five of the same non-army card in his or her deck. The legal limit is four of the same non-army card.
- A player registers two copies of Imperial Order, a limited card, in a **Yu-Gi-Oh!** TCG tournament. His or her actual deck contains only one copy, however this puts the deck under the legal minimum number of cards required.
- A player enters a **Yu-Gi-Oh!** TCG tournament with a seventeen-card side deck. The judge issues a game loss and the player must remove two cards.
- A player enters an Advanced **Yu-Gi-Oh!** TCG tournament with Imperial Order – a forbidden card – in his or her deck.

P-22 Drawing Cards Penalties

This group of penalties deals with procedural errors that are specific to drawing cards.

P-23 Drawing Cards–Looking at Extra Cards (Penalty: Warning)

The following penalty applies to infractions committed while revealing cards either accidentally or due to a game effect. The cards should be revealed to both players and returned to their appropriate areas.

Examples:

- A player resolves the effect of Baxter Building in a *Vs. System* game and flips over three cards instead of one.
- A player resolves Cyber Jar in a **Yu-Gi-Oh!** TCG game and flips over six cards instead of five.

P-24 Drawing Cards–Drawing Extra Cards (Penalty: Game Loss)

A player is considered to have drawn a card once that card is combined with the rest of his or her hand. Drawing extra cards damages the game state beyond repair and as such, carries a severe penalty.

Example:

- A player draws four cards instead of three during the resolution of Graceful Charity in a **Yu-Gi-Oh!** TCG game.
- A player in a Vs. System tournament plays *Common Enemy* on turn two and immediately draws a card while *Black Cat, Master Thief* is in play.

P-25 Marked Cards Penalties

This group of penalties deals with marked cards and sleeves. A card or a sleeve is considered marked if it is easily distinguishable from others in the same deck. This includes bent cards, cards with distinctive markings, and sleeves that are dirty, worn, or damaged. In some situations, a judge may ask a player to resleeve any number of dirty, worn or damaged sleeves.

P-26 Marked Cards–Minor (Penalty: Warning)

The following penalty applies when a player has one or very few cards with different markings without any significant pattern. It is appropriate to require the player to re-sleeve the cards that have marked sleeves or replace the marked cards if no sleeves are being used.

Examples:

- A player has three card sleeves with noticeable thumbnail marks. All three appear to be different. It is appropriate to ask the player to re-sleeve the three marked cards.
- A player's sleeves appear to have a factory defect where the cards are many different lengths. There appears to be no pattern to the defect.
- All of a player's card sleeves are dirty and worn with no significant pattern.

P-27 Marked Cards–Major (Penalty: Match Loss)

The following penalty applies when a player has a significant number of cards marked and it appears that there is an *unintentional*, but noticeable pattern among those. Although this infraction assumes accidental marking, having significant markings can give players an advantage in tournaments and therefore requires a relatively strict penalty. It is appropriate to investigate further to make sure that the player did not do this intentionally. Intentionally marking cards is Unsporting Conduct – Cheating and requires immediate disqualification.

Example:

- All of the character cards in a player's *Vs. System* deck have sleeves with a noticeable factory marking. All of his or her plot twist card sleeves are normal.
- All of the monster cards in a player's **Yu-Gi-Oh!** TCG deck have a slight inward bend, while the trap cards are all perfectly flat.

P-28 Unsporting Conduct Penalties

This group of penalties deals with inappropriate behavior that a player may exhibit during a tournament. This group of penalties covers intentional infractions. It's important to allow players to have fun and enjoy themselves, but that need must be balanced with the need to protect others against truly offensive behavior that will jeopardize their tournament activity. This is one area where judges must use their common sense to determine when to allow natural behavior to occur and when to step in and moderate a situation.

P-29 Unsporting Conduct–Minor (Penalty: Warning)

Players are expected to behave in a sporting and professional manner towards other players, spectators, and tournament officials. This penalty is appropriate for minor violations of the tournament rules.

Depending on the audience of the tournament, the head judge may wish to be more or less lenient when it comes to swearing. At a junior event, penalties should be enforced for swearing, but at an event with all adults, the judge has freedom to enforce penalties based on the age of the players present.

Examples:

- A player leaves scraps of paper or food on his or her table after a match.
- A player swears during a tournament in the tournament area.
- A player uses inappropriate or offensive gestures.
- A player insults his or her opponent.

P-30 Unsporting Conduct–Major (Penalty: Match Loss)

Players are expected to behave in a sporting and professional manner towards other players, spectators, and tournament officials. This penalty is appropriate for major violations of the tournament rules.

Examples:

- A player uses profanity to argue with the official head judge about a ruling.
- A player throws his deck in frustration after losing a match.
- A player writes on tablecloths or defaces the tournament area.
- A player refuses to sign or rips up a match result slip.

P-31 Unsporting Conduct–Severe (Penalty: Disqualification without Prize)

Players are expected to behave in a sporting and professional manner towards other players, spectators, and tournament officials. This penalty is appropriate for extreme violations of the tournament rules. A statement must be sent to the address given at the beginning of this document outlining the incident leading to this penalty.

Examples:

- A player physically assaults another player.
- A player verbally threatens a judge.
- A player steals while at a tournament site.
- A player intentionally causes damage to the tournament site or someone else's belongings.

P-32 Unsporting Conduct–Cheating (Penalty: Disqualification without Prize)

Cheating is the highest display of unsporting conduct a player may exhibit during a tournament. Cheating includes, but is not limited to, *intentionally* misrepresenting the game state, rules, and policies; reporting inaccurate information to tournament officials; and bribery. A statement must be sent to the address given at the beginning of this document outlining the incident leading to this penalty.

Examples:

- A player offers booster packs to his or her opponent to concede the final round.
- A player purposely draws an extra card and attempts to conceal it.
- A player intentionally reports to a tournament official that he or she won a round after losing the round.
- In the *Vs. System* TCG, a player intentionally marks four of his or her key plot twist cards so that he or she can predict when they will be drawn.
- A player lies to tournament officials.
- A player who won the first game of the match purposely plays slowly in order to stall for time and wait for the round to end.
- A player in the *Vs. System* TCG deliberately switches resources in his or her resource row using cards in his or her hand.

P-33 Contact Information

For the most recent information about tournament policies and for other language versions of the document, please visit ude.com/policy.

For general questions regarding UDE programs, please email:

Asia: asia@upperdeck.com

Australia: australia@upperdeck.com

Europe: tournaments@upperdeck.nl

Latin America: preguntas@upperdeck.com

United States: ude@upperdeck.com

For specific judge certification questions, please email judge@upperdeck.com.